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Proof of Purchase
Madden NFL 08
1587205



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Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.
PRINTED IN USA



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

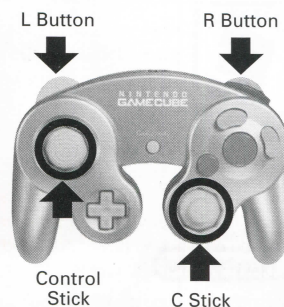
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



LICENSED BY



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COMPLETE CONTROLS

NINTENDO GAMECUBE™ CONTROLLER



ALL PHASES OF THE GAME	Move player	Control Stick
	Flip play (at the line of scrimmage)	B Button then Z Button + R Button
	Sprint	A Button
	Play art	Z Button (hold) + R Button
	Bluff play art (multiplayer games only)	Z Button (hold) + R Button + C Stick
	NEW Know Your Player	Z Button (hold) + L Button
	Call an audible (before the snap)	B Button then A Button, X Button, Y Button, L Button, or R Button
	Cancel audible (before selecting a play)	B Button
	Reset original play (after calling an audible)	B Button then Z Button + L Button
	Call timeout	Z Button + A Button

NOTE: You can assign new audibles to each button in the Coaching Strategy screen (via the My Madden menu) or at the Pause menu.

OFFENSE

PRE-SNAP	Snap ball	A Button
	Switch direction of a running play	C Stick ←
	Change primary receiver's route	C Stick in any direction
	Change primary receiver/Lock on to receiver	Z Button (hold) + L Button/R Button then receiver button
	Call a Hot Route	Y Button then the receiver's button, then: +Control Pad ↑ for a streak pattern +Control Pad ↓ for a hitch pattern +Control Pad → for an in/out pattern C Stick ↓ to run Smart Route Z Button + L Button/R Button for a left/right slant NOTE: Customize your Hot Routes in the My Madden Coaching Strategy menu.
	Send a player in motion	Control Stick ↑ to highlight eligible player then Control Stick → to send that player in motion
	NEW Receiver control/Lead blocker control (see p. 5)	X Button
	Slide offensive line protection	L Button, then: +Control Pad ↑ to spread the offensive line +Control Pad ↓ to pinch the line +Control Pad ←/→ to shift blocking left/right
	Formation shift	R Button then +Control Pad
	Quiet crowd	Z Button + B Button
RUNNING WITH THE BALL	Highlight Stick	C Stick ↑ power backs lower their shoulder and "truck" over defenders/Agile backs dodge the tackler ↓ Back juke ←/→ Big juke left/right
	Double moves (agile ball carriers only)	L Button then quickly R Button (or vice versa)
	QB or wide receiver slide/Dive	B Button (tap)/B Button (hold)
	Cover up/Protect ball	Y Button (hold)
	Spin	X Button
	Cut move left/right	L Button/R Button
	Stiff arm left/right	Z Button

PASSING AND RECEIVING	Look left/right	C Stick ←/→
	Precision passing	Control Stick or +Control Pad as you release the ball to lead the pass in a certain direction
	Throw ball	B Button, Y Button, X Button, L Button, or R Button (tap button for lob pass; hold button for a bullet)
	Direct receiver	Z Button then C Stick in any direction
	Throw ball away	Z Button + Y Button
	Call for ball	L Button NOTE: This feature only works when playing with a teammate in a multiplayer game, in Superstar mode when playing as a wide receiver, tight end, or running back, or when controlling a receiver in a single player game.
	Pump fake	Z Button
	Control intended receiver	X Button (while ball is airborne)
	Dive	B Button
	Catch	Y Button
AFTER THE PLAY	Swat	L Button

NEW RECEIVER CONTROL/LEAD BLOCKING CONTROLS

You can begin any offensive play as the lead blocker (press the X Button to select a blocker before the snap). After you open a big hole through the line, press the X Button to switch to the runner and pick up some big yardage.

To control a receiver, cycle through the eligible players until a receiver is selected. When you control a receiver you can run his route or break off into your own pattern in order to shake defenders and make a big play.

LINEMEN BLOCKING CONTROLS	Impact/Cut block	C Stick ↑/↓
	Turn block left/right	C Stick ←/→
	Pull/Hold defender	L Button
	Diving block	B Button
	Jump	Y Button
	Change blocking assignment (before the snap)	Y Button, then press the button of the running back or tight end whose passing/blocking route you want to change. Then press the Z Button + L Button/R Button to change the assignment left/right.

AFTER THE PLAY	Spike ball (to stop the clock)	X Button (hold)
	Fake spike trick play	B Button (hold)
	No huddle/Hurry-up offense	Y Button (hold) to repeat previous play
	Instant replay	L Button + R Button (before Playcalling screen appears)



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DEFENSE

PRE-SNAP ADJUSTMENTS

Choose a player to control	A Button or X Button (tap) or A Button or X Button (hold) + Control Pad to select a player in a certain direction
Defensive Playmaker	Highlight a player then press C Stick : - to put linebackers and defensive linemen in a hook zone (yellow) or DBs in a deep zone (dark blue)—if the DB is already in a deep zone, it becomes a short zone - to blitz/ twice for QB contain blitz - to go into QB spy coverage (orange) - to play a flat zone (light blue)—if the coverage is already a flat zone, it becomes a curl zone/ twice to play a curl zone (purple)
Defensive line adjustments	L Button then Control Pad : - to spread the defensive ends outside the tackles - to move the line in tight between the tackles - to shift the line left/right L Button then C Stick : - to make line crash in - to make line rush to the outside - to make line crash left/right L Button then Z Button + L Button to reset the shift
Linebacker shifts	R Button then Control Pad : - to spread linebackers out/move them in tight - to shift linebackers left/right R Button then C Stick : - to blitz all linebackers - to call off all linebacker blitzes and put them into hook zone - to blitz the right/left outside linebacker R Button then Z Button + L Button to reset the shift
Coverage audibles	Y Button then Control Pad : - to put DBs into press/loose coverage - to show blitz - to shift the safeties and linebackers into better position to cover their assigned man Y Button then Z Button + R Button to disguise your coverage by sending your defenders back to their default positions (as seen on the Playcalling screen) Y Button then Z Button + L Button to reset coverage
Shade safeties	Y Button then C Stick or to shade the safeties' zone coverage to the left/right/up/down
Change individual matchups	Y Button then the button of the offensive player you want to match up against, then Control Pad : - to bump/play off the receiver - to double team the receiver with the highlighted defender
NEW Spotlight receiver	Z Button (hold) + L Button/R Button, then press the button of the receiver you want to spotlight
Pump up crowd (linebackers only)	Z Button + B Button

AFTER THE SNAP

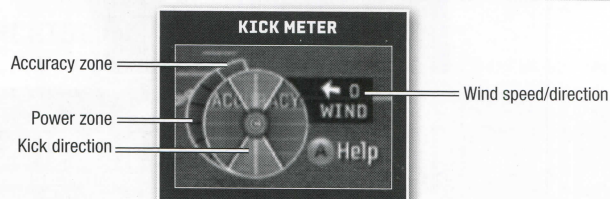
Control player nearest to the ball	X Button
Commit to the run/pass	C Stick immediately after the snap of the ball to commit to: - a pass - an inside run - a run to the left/right NOTE: Committing to a play is the ultimate risk/reward situation. If you commit to the wrong play, odds are the offense will take advantage in a big way.
NEW Hit Stick 2.0	C Stick (in any direction)
Dive	B Button
Jump/Intercept/Hands up (while rushing QB)	Y Button
Strip ball (when not engaged)	Z Button
Rip/Swim/Spin (when engaged)	L Button/R Button
Strafe (when not engaged)	R Button
Swat ball (when not engaged)	L Button

HIT STICK 2.0

You now have more control on defense with an enhanced Hit Stick. Aim high (press the C Stick **up**) to jar the ball loose or take down power backs with drive-stopping tackles around the legs (press the C Stick **down**).

KICKING

Aim kick	Control Stick
Start Power Meter	C Stick down
Kick ball (after the Power Meter has been activated—for best results, stop the meter when the energy bar reaches the blue accuracy zone)	C Stick up



KICK RETURNS

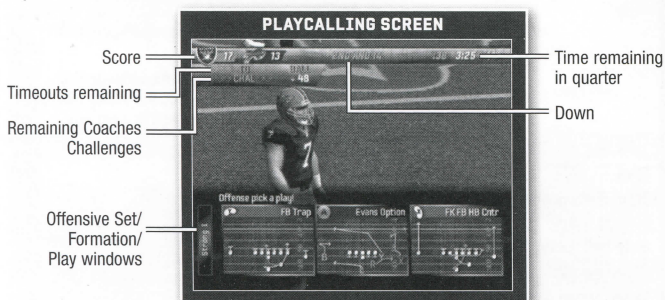
Fair catch	Y Button
Touchback	Remain in the end zone



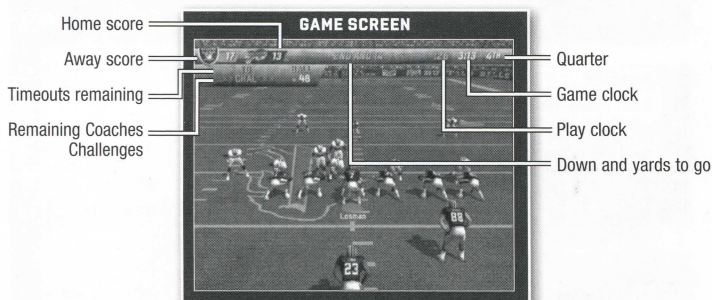
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PLAYING THE GAME

PLAYCALLING SCREEN



- Press the L Button/R Button + the button of the play to disguise your playcalling by choosing a play from the bottom/top row.
- In Man Lock Off, defenses give the appearance that they're in zone coverage by not following receivers in motion. The coverage switches based on where the receiver lines up. In Man Lock On, defensive backs follow the receiver in motion.



NEW KNOW YOUR PLAYER WEAPONS

New player weapon icons identify on-field strengths and weaknesses, providing an immediate read on what your opponent is giving you. Press and hold Z Button + L Button before the snap to quickly react, create mismatches, and exploit opponent weaknesses before every play. In Franchise mode, player weapons may change depending on overall performance. For detailed descriptions, be sure to check out the Know Your Player Weapons screen (via the Main menu).

SAVING AND LOADING

You can save profiles, rosters, NFL Superstar: Hall of Fame, and Franchise mode progress, settings, and more to your Nintendo GameCube™ Memory Card (inserted into Nintendo GameCube™ Memory Card Slot A or Memory Card Slot B). If roster, profile, or settings files are present on a Nintendo GameCube™ Memory Card, they are auto-loaded during the initial boot-up.

NOTE: Never insert or remove a Nintendo GameCube™ Memory Card when loading or saving files.

FRANCHISE

Build a team from the ground up or start with your favorite team with its current-day rosters, then try to stay on top for three full decades.

To begin a franchise, choose the number of users, determine whether you will conduct a fantasy draft, and then select the team for each user. Choosing the TOTAL CONTROL SIMULATION option lets you call the shots from the sideline without actually playing the games.

FANTASY DRAFT

If you conduct a fantasy draft, you have 49 rounds to fill out your roster. Pay attention to a player's rating, age, and required cap room.

THE FRANCHISE SCHEDULE

From training camp to the off-season, you're in charge.

Training Camp—Put your players through drills and earn points to boost their attributes. You can skip camp if you want, but your players will suffer.

Preseason—Finalize your roster and evaluate rookies before the regular season. The Position Battles screen shows who's fighting for the same position. Your preseason depth chart is automatically set: starters play the first half, rookies and backups play the second half.

During the Season—You can make trades before the sixth week of the season, sign free agents, and change game settings. Even if your team doesn't make the playoffs, you can still play any postseason game including the Super Bowl and Pro Bowl.

Owner Mode Off-Season—Hire your staff, set your team's ticket prices, build your own stadium, reward key players with signing bonuses, and more. Keep the fans happy while making sure you aren't losing money.

Off-Season—There are 11 steps to the off-season that you must complete before beginning a new season. If you wish to skip any steps, you can simulate past them. However, if your Coaching Options are not set to CPU for a given step, your team won't participate in or benefit from that step.

Spawn games are games you save then play outside of Franchise mode. Merge the results back to your Franchise season to continue. If you make changes to your Franchise or start a new Franchise after spawning a game, you won't be able to merge the results of that spawned game. Also, if you delete a Franchise file, any spawned game results attached to it become unusable.

FRANCHISE MENU

NEW My Week	Organization is the key to being a successful coach. Get all the tools and information you need in one place to prepare for your next opponent.
Rosters	View team rosters and make all player movements and transactions.
Coach's Corner	Stay one step ahead of your coaching rivals by preparing your audibles and customizing Hot Routes and packages ahead of time.
Stats/Info	View your stat book, get up to speed on news from around the league, and be one of the first to read the latest stories from local and national newspapers.
My Team	View team information such as salary cap/cap room, coaching prestige and more, or export your franchise to use in other game modes, create a player, and modify your team uniform.
My Franchise	Review the Madden Cards you've earned and what it's going to take to earn more, set the gameplay and system settings for your franchise, and save your progress.

NEW FANTASY CHALLENGE

Leverage your fantasy football knowledge by drafting the ultimate NFL dream team. Play through three competitive leagues with your fantasy squad in hope of increasing your roster point budget, adding more elite superstars to your team, and reaching the fourth and final Supreme League.

Leagues consist of eight teams in two different divisions, with each league becoming more difficult as you advance. Your goal is to advance through all four leagues and become the Fantasy Challenge Champion.

SETTING UP YOUR TEAM

Before playing games and raiding other squads, you'll need to build your team through one of four different ways. You can take to the field with the players from your Favorite Team, participate in a 15-round Mini-Draft, hand pick players from all 32 NFL teams in the Dream Draft, or get nostalgic and participate in the Hall of Fame Draft.

NEGOTIATIONS AND TRADES

After your team is assembled, you'll be asked to protect your most valued players. Those who are left unprotected will be vulnerable to negotiations from rival teams. If a team offers your player more roster points, you'll have the option to either match their offer or release the player.

Trades, on the other hand, can be made for either protected or unprotected players of the same position. You may have to sweeten the pot by throwing in a few roster points in order for the other team to accept.

ROSTER POINTS

Roster Points are used primarily to lure other players to your team. You start off with a limited budget and are free to spend points immediately. If you find yourself getting low on roster points, don't worry, you can earn more throughout the season by winning games or Mini-Game Challenges.

MINI-GAME CHALLENGES

Occasionally after a game, a rival team will propose a Mini-Game Challenge with either a player or roster points at risk. If you win, you can either acquire a better player, roster points, or skill points, which are used to improve your players.

FANTASY CHALLENGE MAIN MENU

- Rosters** Let the wheeling and dealing begin. Upgrade your squad by negotiating to or trading for players on other teams.
- Team Schedule** Head to the field by selecting a game on the schedule. You can also view the team matchup and league standings from here.
- My Fantasy Challenge** See which Madden Cards need to be earned in order to complete your book, or you can adjust audibles, Hot Routes, and packages, set your gameplay and system settings, and save your progress.

NFL SUPERSTAR: HALL OF FAME

Create an NFL Superstar or play as a rookie from the 2007 NFL Draft Class and guide his life from pre-draft workouts all the way to the Pro Football Hall of Fame. After filling out a Registration Form and adjusting your Attributes and Build, your career begins.

MY APARTMENT

Your apartment is where you'll find everything you need to navigate your way around the NFL. From checking messages to keeping up on your schedule, make sure you familiarize yourself with every item in your apartment because you'll need all of it to be successful.

BECOMING A HALL OF FAMER

You work your way towards the Hall of Fame by gaining influence throughout your career by performing well in games and meeting season, career, and media goals. Keep an eye on the Hall of Fame Board—if you're listed in the top five active players in your position, you're guaranteed a spot in the Hall of Fame.

GAINING INFLUENCE ON GAMEDAY

Position-specific milestones earn influence, like when quarterbacks gain influence by completing passes, throwing touchdowns, etc., and lose influence by throwing interceptions, getting sacked, etc. You also gain and lose influence for what your teammates do while you're on the field. An overlay appears at the end of each play you're involved in showing the influence events and how much influence was gained or lost. Clutch moments increase the influence gains/losses.

GAMEPLAY

You can only control your Superstar from his perspective when he is on the field. When your Superstar is off the field, you can either play the game like you normally would or watch an accelerated version of the game. The Playcalling screen shows the play the coach has selected and your Superstar's key stats for that game. You are not able to select your own plays.

ROLES

You earn position-specific roles based on different factors like career stats, career influence, ego, and more. Each role allows you to affect teammate, opponent, and personal attributes. The higher your influence, the more drastic your effect on others.

EGO

Your ego comes into play when determining roles and influence gains/losses. Gain positive ego by answering interviews in a team-oriented, professional manner. Negative ego comes from answering questions selfishly. Extreme positive and negative egos affect every in-game influence gain/loss, unlock ego-specific roles such as the Team Leader or Lone Wolf, and open certain endorsement opportunities.

NEW SKILL DRILLS

Stay on the field after every win or loss to work on specific aspects of your game. In this progressive learning tool, four separate drills focus on skill sets that you may only use on occasion. In time, you'll learn how to use game controls under pressure which will help you improve and become a better player. Advanced and multiplayer modes allow you to fine-tune your skills or challenge a friend to a head-to-head competition.

NEW RING OF A CHAMPION

Use in-game accomplishments in various game modes to help customize your own championship ring. From playing through three seasons in Franchise mode to negotiating a player away from another team in Fantasy Challenge, there are plenty of challenges to overcome. After fulfilling a task listed in the Ring of a Champion menu, a new diamond or stone appears on your ring. How much bling will you have?

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Madden NFL 08 Featured Bands

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